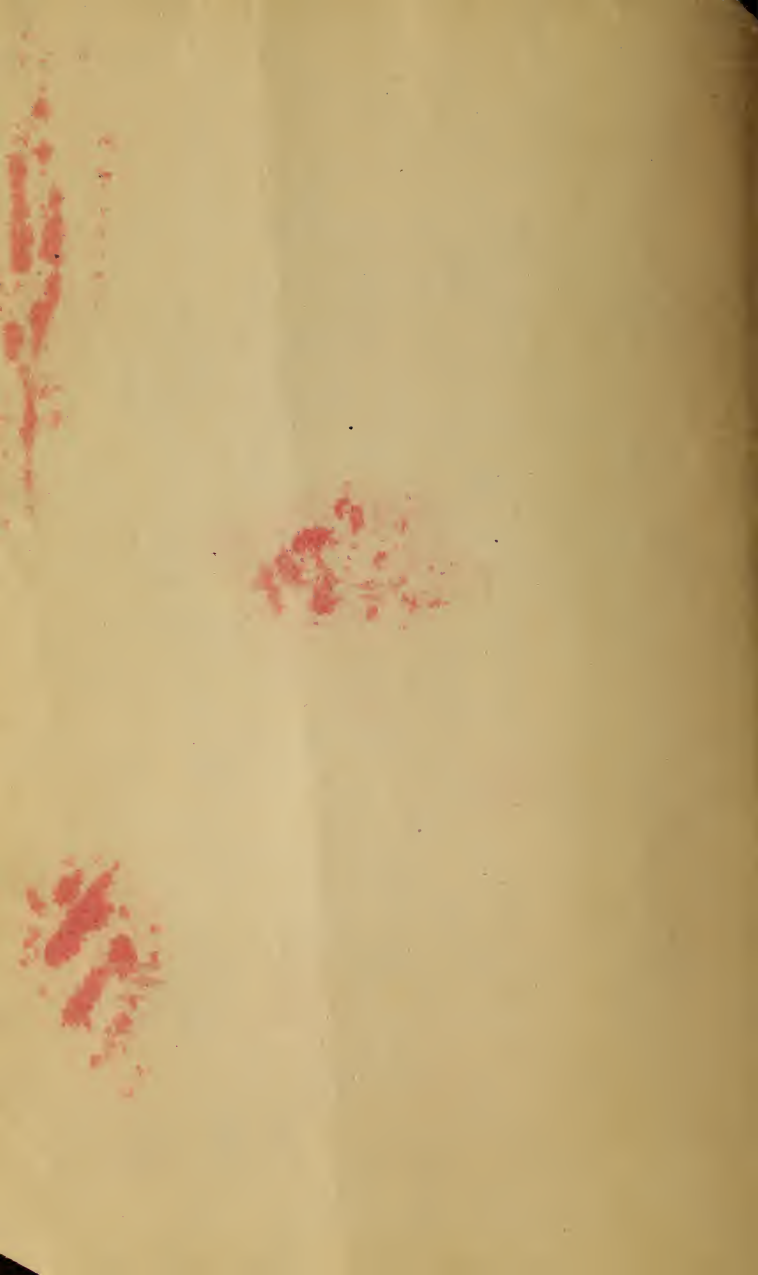




BRIDGE
ABRIDGED



BY BESSIE DICKINSON

AUTHOR OF

"THE CONVERSATION OF THE CARDS"

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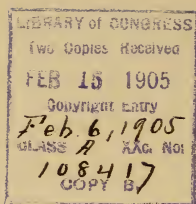
231

BY

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PRICE 25 CENTS

SYRACUSE, N. Y.



THIS primer contains an outline of the justly popular game of BRIDGE, drawn in clear lines that are followed easily by inexperienced players. The essential points are presented with illustrations calculated to fix them in the mind.

It is purposely simple in form and in treatment.

It will prepare the beginner for more elaborate and exhaustive treatises which, being intended also for advanced players, are sometimes too intricate for a first acquaintance with the game. They are finished Bridge work ; this is a plank on which to cross quickly from ignorance to familiarity.

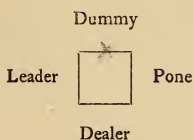




CHAPTER 1. BRIDGE is played with fifty-two cards, the order being as in Whist, A K Q J 10 9, etc. The **The Form of the Game** game is played usually by four persons, although three may play.* Five or six may form a table, in which case the players cut to decide the first table, and cut in and out at the end of a rubber, as in Whist. All having drawn cards from a pack spread face down on the table, the lowest four enter the first game.

ILLUSTRATION—Six persons draw K 10 7 6 4 2 ; 7 6 4 2, being the lowest, form the table. They then draw for partners J 8 7 3 ; J and 8 play against 7 and 3 ; 3, as the lowest, deals. At the end of the rubber (when one side has won two out of three games) the four players draw K 9 8 A ; K and 9 drop out, the second table being formed of 8 A and the two persons who were out of the first game. Ace is low in cutting.

The players are termed the Dealer, the Leader, or Eldest Hand (the Dealer's left-hand adversary), the Dummy (the Dealer's partner), and the Pone (the Dealer's right-hand adversary).



Two packs of cards should be used, one being shuffled by the Dummy, who then places it at his right hand, while the other, having been cut by the Pone, is dealt by the Dealer, one at a time, beginning with his left-hand adversary, until all are given out. No trump is turned.

The Dealer then studies his hand and declares a trump, or no-trump, or passes the make to his partner, being influenced by the value of his cards and their distribution into suits.

* See page 8 for rules governing the game for three persons.

The partner is obliged to declare a trump or no-trump.

The Leader then determines whether his cards warrant defensive or offensive play ; if he is exceptionally strong he “ goes over,” the value of each trick being then doubled ; if not, he offers his partner the same privilege by saying, “ May I lead ? ” If he thoughtlessly plays without asking permission, his partner may double only if the maker of the trump consents.

When the Dealer cannot declare on his own holding, the usual form of expression is as follows :

DEALER—“ Please make it, Partner.”

DUMMY—“ I make it ———.”

LEADER—“ May I lead, Partner ? ”

PONE—“ You may,” or, “ If you please.”

Or

DEALER—“ Please make it, Partner.”

DUMMY—“ I make it ———.”

LEADER—“ I go over,” (doubling the value of each trick).

DUMMY—“ I go back,” or, “ I re-double,” (again doubling, making four times the original value).

Whenever the value of each trick exceeds 100 points the doubling shall cease if any player objects.

The order of doubling is as follows : After the trump declaration has been made, the Leader has the first right to double ; if he waives the privilege, the Pone may then double ; after him, the player who declared the trump may “ go back ; ” if, however, he says “ Enough,” his partner may then “ go back,” if he wishes ; if either the Dealer or his partner goes back, the player who first doubled has the next say. This continues until both opponents have said “ Enough.”

ILLUSTRATION :

DEALER—“ Please make it, Partner.”

DUMMY—“ I make it ———.”

LEADER—“ I go over.”

DUMMY—“ I go back.”

LEADER—“ Enough.”

PONE—“ I go back.”

DUMMY—“ Enough.”

DEALER—“ Enough.”

Each trick has now eight times its original value, but the honor score is unchanged by doubling.

It makes no difference whether the trump is declared by Dealer or Dummy, the adversary at the Dealer's left is the first

to speak, and, after the doubling has been waived or has taken place, the lead must come from him. Inexperienced players sometimes think that when Dummy makes the trump, the adversary at *his* left becomes the leader, but this is an error, as nothing can change the original precedence.

Each player should be careful to use invariably the same form of expression when passing the make, or waiving the right to double, as any deviation might convey some impression of his holding.

The preliminaries being settled, the Leader now opens his hand by laying down a card ; immediately the Dummy* spreads his hand face up on the table, sorted in suit and in sequence, the trumps at his right, and the smallest cards lying nearest the Dealer, who must play them without any assistance from his partner. Dummy may not touch a card on any pretext but, having placed them conveniently, may participate in the play of the deal **ONLY** to this extent : If the dealer renounces to any suit, he may say at once, “ No suit, Partner ? ” in order to save a revoke ; he may correct the claim of either adversary to a penalty to which the latter is not entitled ; he may call his partner’s attention to the fact that the trick has not been completed ; otherwise his only privilege is to think how much better he could play his hand than his partner is playing it.

The form of the game is like Whist. You must follow suit if you can, but if not, may either trump or discard. Each trick consists of four cards, one from each player. The object is to win as many tricks as possible on each deal, and to win two games before the adversary can do so. The game is thirty trick points. The honor score does not count toward the game, but affects the value of the rubber. The deal goes to each player in turn, the person at the left of the original Dealer being the next one to deal. Each person is thus Dealer, Pone, Dummy and Leader. The tricks are gathered as in straight (not duplicate) Whist, six constitute a book, and only those above six count toward the game.

The side that first wins two games wins the rubber.

* Dummy’s cards should be arranged so he can spread them quickly and without fumbling ; familiarity with the game is detected at once by the dexterity with which this is done.

HOW TO SCORE

When there is NO TRUMP each trick above six counts	12
Three aces between partners count	30
Four aces between partners count	40
Four aces in one hand count	100
When HEARTS are trump each trick above six counts	8
Three (simple) honors count	16
Four honors count	32
Five honors count	40
Four honors in one hand count	64
Four honors in one hand, fifth in partner's, count . . .	72
Five honors in one hand count	80
When DIAMONDS are trump each trick above six counts	6
Three honors count	12
Four honors count	24
Five honors count	30
Four honors in one hand count	48
Four honors in one hand, fifth in partner's, count . . .	54
Five honors in one hand count	60
When CLUBS are trump each trick above six counts . .	4
Three honors count	8
Four honors count	16
Five honors count	20
Four honors in one hand count	32
Four honors in one hand, fifth in partner's, count . . .	36
Five honors in one hand count	40
When SPADES are trump each trick above six counts .	2
Three honors count	4
Four honors count	8
Five honors count	10
Four honors in one hand count	16
Four honors in one hand, fifth in partner's, count . . .	18
Five honors in one hand count	20

A, K, Q, J, 10, are honors.

SUMMARY

WHEN THERE IS NO TRUMP

Each trick above six counts	12
Three aces between partners count	30
Four aces between partners count	40
Four aces in one hand count	100

WHEN TRUMPS ARE

	S	C	D	H
Each trick above six counts	2	4	6	8
Three honors count	4	8	12	16
Four honors count	8	16	24	32
Five honors count	10	20	30	40
Four honors in one hand count	16	32	48	64
Four honors in one hand, fifth in partner's, count	18	36	54	72
Five honors in one hand count	20	40	60	80

Winning twelve tricks constitutes a Little Slam, and adds twenty to the honor score.

Winning thirteen tricks constitutes a Grand Slam, and adds forty to the honor score.

When, with a trump declaration, a player holds no trump, it is called CHICANE; this adds to his partner's honor score, or reduces the adversaries' by the amount of simple honors.

The winners of the rubber game add one hundred to their honor score.

ILLUSTRATION OF A SCORE SHEET

SCORE SHEET	
HONORS	
WE	THEY
TRICKS	

SCORE SHEET	
HONORS	
WE	THEY
32	
100	16
12	40
16	30
24	12
12	36
	8
12	
24	
232	142
100	
332	
142	
190	

First
Game
Second
Game
Rubber
Game

EXPLANATION

On the first deal "WE" won three tricks and simple honors at hearts; on the second "THEY" won one trick and

thirty aces at no-trump ; on the third "WE" won two tricks, simple honors and the game at diamonds. "THEY" then won three tricks, forty aces at no-trump and the second game. On the rubber game "WE" won one trick, and one hundred aces at no-trump ; "THEY" won one trick and simple honors at hearts ; "WE" won three tricks, four honors at hearts, game and rubber. The total "THEY" made is subtracted from the total "WE" made, to which has been added a bonus of one hundred for winning the rubber, and the result determines the value of the rubber.

Too much cannot be said about the necessity of giving no intimation of one's holding through words or manner. To avoid this, a set form should be used invariably ; do not say "Please make it, Partner," sometimes, and "It's up to you, Partner," at others, because to vary the form of expression might give rise to the suspicion that some information was conveyed to the Dealer's partner in that manner. The etiquette of games that are played for stakes is far stricter than of those that are not, and, while Bridge is too fascinating a game to need the added zest of a wager (not to enter upon the moral side of the question), the fact that it is accompanied frequently by one should make all players scrupulously careful in forming correct habits.

RULES FOR THREE-HANDED BRIDGE

When three persons play Bridge, the lowest cut has the Dummy partner during the entire game or rubber.

If the Dealer passes the make, Dummy is obliged to declare his longest suit trump, or, if he has three or four aces, he must declare no-trump. If he holds suits of equal length, he must choose the one that makes the higher number when the spots are added (aces count eleven, K, Q or J count ten each); in case they still equal, he must make it the suit of greater trick-taking value.

The Dealer may not double if he has seen both his own and Dummy's hands.

Dummy's hand is not exposed until the preliminaries are concluded and a card led.

When Dummy is the Leader, his partner must lead from Dummy's hand before seeing his own, and Dummy may double, but he may not.

CHAPTER II. Inexperience shows very quickly in the make,
The Make but as there are standards by which the majority
of hands may be measured, there is no excuse for
long continued ignorance.

No beginner should expect to understand how materially the make is influenced by the score, but should be satisfied at first to learn to make on his holding, irrespective of the state of the game. It is a good plan to deal many hands, pick up each one, and determine the make by comparison with acknowledged standards. After it has become easy to recognize the makes in this way, imagine the score at a certain stage, and decide if your make would be affected by it.

STANDARD FOR NO-TRUMPER

Four aces, irrespective of other holding.

Three aces, unless the honor score in either of the red suits would give a better score.

Two aces, and protection in a third suit.

One ace, only when exceptionally strong in all suits, but with no combination that would give a good honor score or promise more certain success with a trump.

STANDARD FOR HEART MAKE

Any seven hearts.

Usually with any six hearts, especially when holding short suits.

Five hearts, including two honors and a trick in another suit.

Four hearts, including three honors and two tricks in other suits or an established suit.

The honor score in hearts is a serious consideration.

When hesitating between hearts and no-trump, usually decide in favor of the heart make.

STANDARD FOR DIAMOND MAKE

Six diamonds, including one honor and one trick in another suit.

Five diamonds, including three honors.

Five diamonds, including two honors and protection in two other suits.

STANDARD FOR CLUB MAKE

Five clubs, including four honors.

(The game should be two-thirds won to justify an original club make).

STANDARD FOR SPADE MAKE

Nine spades, including four or five honors.

Sometimes, when holding a worthless hand, the Dealer may declare spades in order to keep his partner from a make that might prove a heavier loser. This situation, however, seldom arises. (Diamond, Club, and Spade, makes are so much more dependent on the score, that it is difficult to set a standard, but the above will assist the beginner until his judgment has been developed by experience with strong players. It is almost never right to declare an original Club make).

Unless the Dealer can declare no-trump or hearts, he rarely makes, except when playing to the score, preferring to leave it to his partner, who may have a fine hand, that will be rendered less strong by the Dealer's choice of an inferior trump. He should, however, make to the full limit of his holding, counting on Dummy to win one-third as many tricks as he can win in his own hand. Timidity should be avoided as earnestly as rashness; with poor hands the make should be conservative, but with good ones it should be aggressive.

PASSED MAKES

The Dummy, when deciding on the make, is influenced by the fact that the Dealer has refused the privilege, an acknowledgment of weakness. This does not mean that he holds no good cards, but that those he may hold are not distributed in a manner to warrant the declaration of hearts or no-trump, and that he is likely to be stronger in black suits than in red.

Dummy may be obliged to make on a holding far inferior to the Dealer's, and should, as a rule, be conservative. The score influences him even more than it does the Dealer. When he cannot see a probability of getting the odd trick, he should choose spades in order, if he loses, to lose as little as possible. A club make doubled brings a loss as heavy as when hearts are trump, so if Dummy is hesitating between the black suits he should choose spades unless the clubs contain at least two good honors in a suit of four, and the spades are very weak.

The standard for original heart makes may be used by Dummy, except that he requires surer defense either in hearts or in outside suits, because the Dealer denies red strength by passing.

The beginner should resist the temptation to take long chances in the make, but should force himself, in spite of the frequency with which he will be tempted, to be conservative. Some temperaments delight in "flyers," and their possessors have such convenient memories that they do not recall the number of times that the "flyers" prove to be "headers," leading down into the depths of indefensible defeat.

The above is simply an outline that must be filled in by experience when judgment has been developed, by practice with strong players and by intelligent observation.

DOUBLING

The spade make being a last resort, the maker is not necessarily strong in the trump suit, and an adversary may sometimes double, with good all-round strength, even if holding few spades. This is not true of any other make, as, to declare clubs, diamonds, or hearts, the maker must be really strong in the trump suit.

You may double spades with four tricks in your hand ; clubs, diamonds, or hearts, with five sure and six possible tricks, but no-trump should not be doubled unless you see the book in your hand and a chance for the odd trick.



CHAPTER III When there is no trump, your long suit is, naturally, in no danger of being cut up by ruffing, so, unless it is already established, the chances of bringing it in will be increased by opening it with a low card. When leading low always begin with the fourth best ; this will help your partner to estimate the strength of your suit.

The **ELEVEN RULE** is a valuable adjunct to fourth best leads. When a fourth best is led, subtract its face value from eleven, and the result will show how many cards lie **OUTSIDE** the leader's hand higher than the one led. Illustration : 8 is led, 8 from 11 leaves 3 ; there are three cards outside the leader's hand higher than the one led. This is valuable in showing when a suit is established.

ACE IS LED FROM { A Q J, etc., with a re-entry card.
A X X X X X X X.*
A Q X X X X X.
A J X X X X X.

KING IS LED FROM { A K Q, etc.
A K J, etc.
A K 10 X X X with a re-entry card.
A K X X X X X.
K Q J, etc.
K Q X X X X X.

QUEEN IS LED FROM { Q J 10, etc.
Q J 9, etc.
A Q J, etc., with no re-entry card.

JACK IS LED FROM { J 10 9, etc.

TEN IS LED FROM { K J 10, etc.

FROM ALL OTHER COMBINATIONS LEAD FOURTH BEST.

ALWAYS OPEN YOUR LONGEST SUIT AGAINST A NO-TRUMP MAKE.

*X means any card lower than K.

CHAPTER IV
Leads Against
a Declared
Trump

The situation is quite different when a trump has been declared, for now trump strength is, presumably, greatly against you, and you cannot expect to bring in your long suits; for that reason high cards are more often led. It is advantageous to keep the lead until you have seen Dummy's hand as it may change your whole scheme of play. This may be done by opening with an ace from A K X or similar holding, even if you eventually play for another suit. The opening lead against a trump declaration does not necessarily show your long suit, but only the best opening in the hand.

LEAD ACE FROM $\left\{ \begin{array}{l} A\ X\ X\ X \\ A\ Q\ J\ X \\ A\ Q\ X\ X\ X \\ A\ J\ X\ X \end{array} \right\}$ Or more.

LEAD KING FROM $\left\{ \begin{array}{l} A\ K\ Q \\ A\ K \\ K\ Q\ J \\ K\ Q \end{array} \right\}$ With or without others.

LEAD QUEEN FROM $\left\{ \begin{array}{l} Q\ J\ 10 \\ Q\ J\ 9 \end{array} \right\}$ With or without others.

LEAD TEN FROM $\{ K\ J\ 10, \}$ With or without others.

FROM ALL OTHER COMBINATIONS LEAD FOURTH BEST.

The best opening is K from A K; the second best is K, from K Q; the third best is A from a suit headed by A that contains no tenace.

CHAPTER V
Suggestions
of Strategy

Only the simplest strategy will be suggested here. If the student wishes more than a well-laid foundation for his game, he must read additional books that go into detail and present ample illustrations to support the theories and principles advanced.

Bridge, like Whist, is essentially a partnership game. The Leader and the Pone have the very pretty problem set them of combining and matching their unknown forces against the Dealer, who knows absolutely with what weapons he is to attempt their downfall. It follows naturally that false-carding is almost exclusively the province of the Dealer, as the adversaries should be careful not to deceive each other, when their defense lies in the best combination of their cards. The Leader, unless he has a strong suit of his own, should play through Dummy's* strength, but not when it consists of established suits; while the Pone should play up to ‡ his weakness. If Dummy has a long suit, they should try to strip his hand of re-entry cards before that suit is cleared. The open hand at Bridge teaches the value of re-entries very forcibly and relentless opponents delight in taking them away early in the deal. In fact, Dummy's life is not a happy one with a keen adversary on either side ever watchful to undermine his strength, and to show no mercy to his weakness, and his condition would be sad indeed, if his Partner were not his stanch friend, quick to nurse his tenaces and to give him supporting cards and opportunities to finesse.

One of the first requisites in Bridge strategy is the subordination of the short suit to Partner's longer one.

ILLUSTRATION—Dummy holds J 8 5; you hold A Q 10 4 3 in the same suit; the lead must be J from Dummy's hand, which must be finessed. If the finesse wins, the K is marked in the Pone's hand and the lead must come through it until it is captured.

*Make Dummy second-hand in his strong suits.

‡Make Dummy fourth-hand in his weak suits.

OPEN WITH DUMMY'S HIGHEST CARD WHEN

He holds	and	You hold
A 10 X		K J X X X
K J X		A X X X
K X X		Q J X X X
K X		A J X X X
Q J X		A X X X X
Q X X		A J X X
Q X		A 10 X X X
J X X		A Q X X
J X		A 10 X X X
10 X X		K J X X

If it wins, continue with his next highest, which will often give you a finesse.

FINESSING

Finessing wins a great many tricks when it is successful, but as in inexperienced hands it is an element of danger, the novice will do well to finesse **ONLY** against **ONE** missing card until he has learned to place the unplayed cards. In the table given above, all finesses are against **ONE** card **ONLY**, except the ninth, where J is led and you, holding A 10 XXX, finesse against both K and Q, hoping to catch one on the second finesse.

The Pone should never finesse against his partner; for example, if he holds A Q, etc., in the suit, his partner opens with a low card, he must not finesse the Q unless K lies in Dummy's hand, but should play A.

DISCARDING

There are three discards used by Bridge players, each having its advantages and its adherents.

THESE RULES APPLY TO THE FIRST DISCARD ONLY, AS THE FALL OF THE CARDS REGULATES LATER DISCARDS.

(1) DISCARD ALWAYS FROM STRENGTH. This is the safest discard for beginners, for, while it may occasionally cost a trick in the long suit, it will protect high cards in the short suits far more often.

(2) DISCARD ALWAYS FROM WEAKNESS. This is the most popular discard, but it is open to the objection that there are

many situations in which it will be impossible to follow the rule because of unguarding a stopper in an adversary's suit.

(3) DISCARD FROM STRENGTH ON A TRUMP DECLARATION AND FROM WEAKNESS (protecting honors, however, in the short suits) ON A NO-TRUMP. This is the most logical discard, as, with trumps against you at Bridge, you cannot expect to bring in a very long suit, but with no-trump it is sometimes possible to do so.

Since the trump signal is never used in Bridge, its form (an unnecessarily high card followed by a lower one) is given these meanings: (1) When used in a discard it shows strength in the suit, and is valuable when the discard is usually from weakness. ILLUSTRATION—Your long suit is hearts, and you wish to discard from weakness, but cannot do so without unguarding an honor; if you throw first a higher, then a lower heart, it will show that to be your suit. (2) When following suit to high cards, if a higher card is succeeded by a lower one, it means no more of the suit. This is used also by many players to show that they can win the third round of the suit either with the master card or by ruffing. This is the Street attachment familiar to Whist players.

ILLUSTRATION—You hold Q 4 2; K is led, play 4; A is led, play 2; you have shown that you can win the third round. (2) You hold 8 3, play 8 on the first round, 3 on the second; you are ready to ruff.

FORCING

Leader and Pone force each other to trump far more freely than in Whist, as a trump declaration usually means a decided preponderance of trumps and they are glad to ruff with the few they may have. If, however, you (the adversary) and Dummy are both weak in trumps, you should be careful not to force your partner, unless he invites it, because he may hold defense in trumps that might be destroyed by a force.

Don't force the weak adversary to trump.

Forcing the strong adversary is often not so effectual as in Whist, because he usually has so many trumps that he can afford a ruff.

Don't force the strong hand if the weak hand has trumps too, as the former may take the force, lead his long suit, let his partner discard on it and get in position to ruff another suit.

SHOWING NUMBER AND UNBLOCKING

It is difficult to over-estimate the value of showing number and unblocking, and the assistance these conventions give partners in reading the cards.

Whenever you have more than three cards in your partner's suit, you should hold up the lowest until the last round.

ILLUSTRATION—Holding J 8 4 2, play 4 then 8 on Partner's K and A, holding up 2, which he will miss and read you with four cards. Or, Partner leads 6, you hold Q 7 5 3; play Q, which loses to the adversary's K; on the second round of the suit when playing low, play 5, then 7, holding up 3. Be constantly alert to recognize the necessity for unblocking in situations that cannot be covered by rules.

UNBLOCKING AT NO-TRUMP

When Partner leads	and you hold	play
A	K Q X	Q
A	K X	K
A	Q J X	J
K	A X	A
K	Q J X	J
Q	K X	K
J	K Q X	Q

MISCELLANEOUS

As soon as possible learn to play to the score. On the rubber game, with the adversary at 28, you may sometimes save the game by taking a deep finesse that would not be justifiable at another stage, on the principle that if it loses you were lost before, while if it wins you save the rubber. This might occur when you needed one trick more than was probable in order to win, in which case the finesse would be obligatory.

Position should be played for in Bridge, not only on each trick, but in relation to the score. At certain stages of the game a make might be very bad, that would be good at others. Don't risk a doubtful no-trump or heart make if you need only two points to win the game. Illustration:—When you are 14 to 20, make it hearts rather than diamonds, your suits being equal, because two tricks in hearts will take you out, while three in diamonds are necessary, but the adversary would go out with two tricks in either suit. When you are 18 to 22 make

it diamonds with similar holding, because the adversary would go out on one heart trick. With a game in and 0 to 24 against you, it is better to make a small score with a black trump than to run the risk of the adversary going out on your deal. But when the score is 0 to 24 against you on the rubber game, you should often make it no-trump with cards not strong enough to justify the make at an earlier stage of the score.

Don't let the adversaries win the game on your deal. This would give them a great advantage, because they would begin the second game on their own deal and would probably win the rubber.

If the Pone doubles a no-trumper the Leader must open with his best heart.

When leading up to Dummy's weak suits, lead a card higher than his best when you can do so without endangering your own holding. This will save your partner's high cards, or may ruin the Dealer's holding by forcing him to cover.

Always open your longest suit against a no-trump make. The high cards in your shorter suits are valuable as re-entries and to block the Dealer's suit.

Second, third and fourth hand (except when Dealer), play the lowest of sequences, *i. e.*, A K X, K Q J, Q J 10, K Q, Q J, etc.; play the lowest card. The Dealer should play the highest in order to deceive his adversaries.

Protection in a suit means one sure trick.

Singletons are often led initially against a trump make if weak in trumps and with no A K opening.

Leading trumps and bringing in a long suit is a stronger game than ruffing. The former is aggressive, the latter merely defensive.

If strong enough to lead trumps, let your weaker partner ruff if he is short in a suit, before you draw the adversaries' trumps.

Don't carry home aces.

Return Partner's initial lead at no-trump. When returning, lead your highest card. This helps him read the Dealer's holding.

There is no mis-deal at Bridge.

There are two objects; first to win and second to keep the adversaries from winning.

When you are ahead play conservatively. If you have won the first game do not take long chances on the second.

When hesitating between opening a red or a black suit, choose the former if the make was passed, as the Dealer is likely to be weak in red suits when he passes.

When Dummy's cards are spread on the table the Dealer should at once notice the honor score of the combined hands.

Exact all penalties.

By agreement before the game begins all passed spade makes that are not doubled may be thrown out, the Dealer scoring the odd trick and the honors being scored as held, unless either side has scored 20 or more, in which case the deal must be played.

When the Pone doubles a passed trump make, the Leader should keep the lead if possible until Dummy's cards are spread on the table; he can judge then if he should lead a trump through Dummy's strength up to the Dealer's probable weakness.

If the Dealer leads from his own or his partner's hand a card high enough to finesse, the second hand player should cover the lead when he holds a sequence or one high card once guarded, in order to cost the Dealer two high cards on one trick.

PENALTIES MOST FREQUENTLY ENFORCED

EXPOSING CARDS DURING PLAY

There is no penalty for the Dealer's exposed cards.

Should the Dealer, however, name a card to be played either from his own or Dummy's hand, such card cannot be recalled except to save a revoke.

All cards exposed by the Dealer's adversaries are liable to be called, and such cards must be left face up on the table.

The following are exposed cards:

- 1, Two or more cards played at once.
- 2, Any card dropped with the face upward, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.
- 3, Every card so held by a player that his partner can see any portion of its face.

A card dropped on the floor or elsewhere below the table is not an exposed card.

If either of the Dealer's adversaries lead out of turn, the Dealer may either call the card erroneously led, or may call a suit from him or his partner when it is next the turn of either of them to lead.

If the Dealer leads out of turn, either from his own or Dummy's hand, he incurs no penalty ; but he may not rectify the error after the second hand has played.

In no case can a player be compelled to play a card which would oblige him to revoke.

The call of a card may be repeated at every trick, until the card can be legitimately played.

If a player called on to lead a suit have none of it, the penalty is paid.

THE REVOKE

Should a player (other than Dummy) holding one or more cards of a suit led, play a card of a different suit, he revokes.

Three tricks taken from the revoking player and added to the adversaries, shall be the penalty for a revoke.

The penalty is applicable only to the score of the game in which it occurs.

Under no circumstances can the revoking side secure game, slam, or little slam that hand. Whatever their previous score may have been, the side revoking cannot secure a higher score toward game than twenty-eight.

A revoke is established if the trick in which it occurs be turned and quitted, *i. e.*, the hand removed from the trick after it has been gathered and placed face downward on the table, or if the revoking player or his partner, whether in his right turn or otherwise, has led or played to the following trick.

A player may ask his partner if he has not a card of the suit which he has renounced ; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the revoking player or his partner has led or played to the following trick.

If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and substitute others, and the cards so withdrawn are not exposed cards. If the player in fault be one of the Dealer's ad-

versaries, the card played in error is an exposed card, and the Dealer can call it whenever he pleases ; or he may require the offender to play his highest or lowest card of the suit to the trick in which he has renounced ; but this penalty cannot be exacted from the Dealer.

At the end of a hand the claimants of a revoke may search all tricks. If the cards have been mixed the claim may be urged and proved if possible, but no proof is necessary, and the revoke is established if, after it has been claimed, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries. A revoke must be claimed before the cards have been cut for the following deal.

Should the players on both sides subject themselves to the revoke penalty, neither can win the game by that hand ; each is punished at the discretion of his adversaries.

The revoke penalty may be claimed for as many revokes as occur during a deal, but the accumulated penalty shall in no event exceed the maximum number of tricks obtainable in any one hand.



NOTES

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